

UTILITY
PATENT APPLICATION
TRANSMITTAL

(Only for new nonprovisional applications
under 37 CFR 1.53(b))

First Inventor or Application Identifier David E.
Sinclair et al.

Title POWER REDUCTION CIRCUIT AND
METHOD WITH MULTI CLOCK BRANCH
CONTROL

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Total Pages 29

APPLICATION ELEMENTS See MPEP chapter 600 concerning utility patent application contents.	ADDRESS TO: Assistant Commissioner for Patents Box Patent Application Washington, DC 20231
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1. ☒ Fee Transmittal Form
(Submit an original, and a duplicate for fee processing)
2. ☒ Specification Total Pages 18
(preferred arrangement set forth below)
 - Descriptive title of the Invention
 - Cross References to Related Applications
 - Statement Regarding Fed sponsored R & D
 - Reference to Microfiche Appendix
 - Background of the Invention
 - Brief Summary of the Invention
 - Brief Description of the Drawings (if filed)
 - Detailed Description
 - Claim(s)
 - Abstract of the Disclosure

3. ☒ Drawings (35 USC 113) Total Sheets 3

4. Oath or Declaration Total Pages 2

- a. ☐ Newly executed (original or copy)
- b. ☐ Copy from a prior application
(37 CFR 1.63(d))

(for continuation/divisional with Box 17 completed)

[Note Box 5 below]

- i. ☐ DELETION OF INVENTOR(S)
Signed statement attached deleting
inventor(s) named in the prior application,
see 37 CFR 1.63(d)(2) and 1.33(b).

5. ☐ Microfiche Computer Program (Appendix)
6. ☐ Nucleotide and/or Amino Acid Sequence
Submission (if applicable, all necessary)
 - a. ☐ Computer Readable Copy
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 - c. ☐ Statement verifying identity of above
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ACCOMPANYING APPLICATION PARTS

7. ☒ Assignment Papers (cover sheet & document(s))
8. ☒ 37 CFR 3.73(b) Statement ☒ Power of
(when there is an assignee) Attorney
9. ☐ English Translation Document (if applicable)
10. ☐ Information Disclosure ☐ Copies of
Statement (IDS)/PTO-1449 IDS Citations
11. ☐ Preliminary Amendment
12. ☒ Return Receipt Postcard (MPEP 503)
(Should be specifically itemized)
13. ☐ Small Entity ☐ Statement filed in Prior
Statement(s) Application, Status still
proper and desired.
14. ☐ Certified Copy of Priority Document(s)
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16. If a **CONTINUING APPLICATION**, check appropriate box and supply the requisite information:

☐ Continuation ☐ Divisional ☐ Continuation-in-part (CIP) of prior application No:
Prior Application Information: Examiner Group / Art Unit:

17. CORRESPONDENCE ADDRESS


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Signature		Date	June 4, 1999

5

**POWER REDUCTION CIRCUIT AND METHOD
WITH MULTI CLOCK BRANCH CONTROL****Field Of The Invention**

The invention relates generally to circuits and methods for reducing power
consumption for electronic circuits, and more particularly to circuits and methods that
reduce power consumption for devices employing a memory controller.

Background Of The Invention

Portable electronic devices such as notebook computers, personal organizers,
portable telecommunication equipment and other electronic devices consume much
power during their display mode. By way of example, graphics control chips for laptop
computers may be integrated circuits having synchronous dynamic ram (SDRAM) on the
same die as the memory controller, other video and graphics processors, and central
processing units if desired. For example, a conventional type of graphics control circuit
may include a number of memory access request circuits (or access request engines) such
as a video capture engine, a two dimensional and three dimensional drawing engine, a
display engine, a video playback engine, a host processor, onboard SDRAM, SGRAM or
other RAM serving as the frame buffer memory, a memory controller and a phase lock
loop circuit (PLL) for generating a memory clock. As known in the art, each engine may
have another clock, other than the memory clock, such as from another PLL or external
clock, creating a clock boundary. Graphics control chips typically also include another
phase lock loop circuit for generating a clock for a display device (or devices) such as a
CRT that may plug into the laptop computer or an LCD display that is mounted to the
laptop computer. A central processing unit (CPU) of the computer interfaces with the
graphics chip and other peripheral devices as known in the art. A laptop computer or a
portable device may include a TV tuner or video decoder, as part of a multimedia

package, that sends video information to the video capture engine for eventual display on the LCD display after being stored in the memory.

With chips such as graphics controller chips, the many graphic engines 102
5 attempt to access the memory to perform their necessary operations. However only one
of the graphic engines can typically access the memory at a given time. In addition,
multiple memory controllers may be configured to access different portions of memory at
the same time. Some of the display operations require real-time processing, such as
video capture operation, display operation and video playback, so that real-time display
10 can occur on the LCD display, or any suitable display device. For example, where the
TV tuner is applying video to the video capture engine, the video should be processed in
real-time to facilitate display in real-time which is necessary, for example, for live
performances or when the TV tuner is providing live feed. Hence this engine has a
higher priority over, for example, a 2D or 3D drawing engine which may be slightly
15 delayed and still provide the user with high performance on display times.

A problem arises with such devices since power consumption and thermal
dissipation needs to be minimized for portable devices without unnecessarily sacrificing
operational performance. Also, the same problem arises for non-portable devices due to
20 increased circuit density and increased clock speeds. The power dissipation of a graphics
control chip and other integrated circuits are typically related to the operational activity
of memory. Conventional portable display systems typically have power management
systems that generate system level standby/suspend commands. During system level
standby/suspend modes, graphics controller subsystems and other subsystems may
25 typically respond by forcing the frame buffer memory into a low power self refresh mode
for the duration of the system level standby/suspend mode. This may be done for
example by pulling a memory clock enable line low and other suitable pins to put the
memory in a self refresh mode. The synchronous memories are designed to switch into
energy savings modes based on the level of the memory clock enable signal. In addition,
30 the memory clocks, engine clocks, register clocks and other clocks are also disabled
during suspend mode to save energy.

FIG. 1 shows, by way of example, a block diagram of a portable display system used in devices such as a laptop computer, a handheld processing device, telecommunication device or any other suitable portable display device, that generates graphics and/or video display information to a display device and employs system level standby/suspend power management control. When the display system is a laptop computer, such systems typically include an operating system 10 that operates under control of a central processing unit, for example, and a power management control system 12 which then generates a suspend/standby command 14 to a memory controller 16. The memory controller 16 then generates a clock enable/disable signal 18 to, for example, control a memory clock enable pin (and/or other pins) on a graphics memory device 20 to put the synchronous memory in a self refresh mode during the system level standby/suspend mode (e.g., the inactive mode). The graphics memory device 20 may be, for example, an SDRAM, SGRAM or any other suitable graphics and/or video memory device. The operating system 10 generates a suspend/standby command 22 when, for example, the laptop computer is in a standby/suspend mode as activated through a graphic user interface, software controlled timer, switch or other trigger event. Accordingly, such systems can reduce the power of the graphic subsystem which includes the synchronous memories used for frame buffer operations. A clock enable signal 18 is typically the memory clock enable 10 on the memory device 20. This control typically only puts the SGRAM or memory device in a low power mode when the graphic system is completely idle and turns off the memory clock and other clocks during the suspend mode. When the operating system 10 indicates that the display is in the active mode (e.g., the display is enabled), the memories are typically always enabled and the memory clock is always running.

However, such systems do not typically provide suitable power reduction during the active operational mode of the system since the memory clock is always running regardless of which circuits may be idle during the active mode. For example, various memory request engines 24a - 24n, although in the active mode, may not be generating memory requests to memory controller 16.

In addition, many circuits employing memory controllers such as graphics accelerator circuits and video processing circuits may also use memory read data latching flops which latch data read from memory. Such latching circuits may include, for example, a plurality of flops designed to latch read data from memory based on a memory access request. Also typically, the latches are controlled by a memory clock circuit and if desired, an additional clock circuit to compensate for delays including circuit board line delays so that read data is not inadvertently skewed to the wrong clock cycle when read out from memory. These flops are typically always active. For example, the clock to the groups of flops are constantly running. During non-read cycles, undesired data is fed through the read path of the chip consuming power and potentially adding additional switching noise.

Graphics processing circuits are also known to stop the engine clock and/or register clocks during suspend and standby modes. This typically prevents access to registers for the graphics processing circuits. Other graphics processing circuits are known which have activity-based power reduction by turning off, for example, a graphic user interface clock to a GUI generating engine and a three dimensional rendering engine clock to 3D engine when the 3D engine is not being used. This is typically done because the 3D engine, when operational, can consume large amounts of processing capability of the graphics processing circuitry. As such, branches from a common engine clock are selectively turned off based on an activity level. However, it is typically done for only the larger processing engines. In addition, where the engines utilize more than one clock, only one clock, such as an engine clock, is controlled. The memory clock in such engines is typically allowed to continue to operate during the active mode.

Consequently, there exists a need for a dynamic power reduction circuit that can reduce power consumption and power dissipation without unnecessarily degrading system performance during active system modes. It would be advantageous, if such a system could detect memory access demand and automatically adjust memory operation accordingly to facilitate power reduction.

Brief Description Of The Drawings

5 The invention described herein will be more readily understood in view of the following drawings where:

Figure 1 is a block diagram generally illustrating a conventional graphics accelerator circuit;

10 Figure 2 is a block diagram illustrating one example of a power consumption reduction circuit in accordance with one embodiment of the invention;

Figure 3 is a block diagram illustrating an example of a power consumption reduction circuit in accordance with one embodiment of the invention.

Detailed Description Of a Preferred Embodiment of The Invention

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Briefly, a power consumption reduction circuit and method utilizes a memory clock source and a memory clock divider circuit that generates divided memory clock output signals as a plurality of corresponding independent clock signals to a number of memory interface circuits for different processing engines. The memory clock provides
20 clock signals to circuits such as a memory controller and memory interface circuit for memory request engines. The memory interface circuits are used for servicing and managing memory requests. A memory clock divider circuit and method selectively activates a plurality of independent clock signals in response to received condition data. Condition data may be activity based or user defined. Examples of condition data may
25 include, for example, whether a primary or secondary display has been selected, whether a graphic user interface engine is active, whether a video overlay scaler has been enabled, whether subpicture operation has been enabled, and whether video capture operations have been enabled. If desired, the speed of the memory clock may also be sped up or slowed down depending upon the type of memory requests seeking data from a memory
30 (such as a frame buffer).

In one embodiment, an engine clock source is also coupled through a switching circuit such that it is selectively output to one or more processing engines, such as video overlay engines, video capture engines or any other suitable data processing engine, storage circuits or other suitable circuits. As such, the engine clock provides clock signals to memory requests engines and other general purposes processing engines for example, programmable read write registers. The switching circuit disables the output from the engine clock based on register condition data. Register condition data may include, for example, whether a multimedia port has been enabled, whether video capture processor has been enabled, whether standby mode has been enabled, whether a graphic user interface is active, or any other suitable condition.

In addition, the power consumption reduction circuit and method may also include a plurality of memory read latch circuits and a memory read latch control circuit. The memory read latch control circuit is operative to dynamically activate and deactivate the plurality of memory read latches based on detected memory read requests to facilitate memory access activity-based power reduction.

FIG. 2 shows one example of a power consumption reduction circuit 200 having a memory clock source 202 and a memory clock divider circuit 204 operatively coupled to a plurality of memory read latch circuits 206. The plurality of memory read latch circuits 206 receives memory data 208 that is read from memory such as frame buffer memory (not shown). The memory read latch control circuit 204 dynamically activates and deactivates the plurality of memory read latches 208 through a control signal 210 based on detected memory read requests 212. The detected memory read requests 212 may be any suitable memory access request from a suitable requestor, such as a graphic user interface engine, video overlay engine or any other suitable memory request engine.

The memory read latch control circuit 204 includes a read data latency compensation circuit 214 which determines how long it takes for memory to fetch data. This may be a preprogrammed register, for example. As known in the art, a memory read request 212 indicates typically how long to leave the read latches 206 on and also the

read latency period. The memory read latch control circuit 204 includes control logic 216 that receives the memory read request 212 and obtains the read data latency information and generates a read latch control signal 218, which in this embodiment, indicates when to turn off the read latching flops during an active mode to reduce power consumption. The memory read latch control circuit 204 also includes an AND circuit 220 responsive to the read latch control signal 218 and also responsive to a memory clock signal 222 generated by the memory clock source 202. The AND circuit 220 may be a hardware circuit, software or any suitable combination thereof. Likewise, the memory read latch control circuit 204 may be implemented using hardware, suitably programmed microcontrollers or other programmed logic circuitry, hardware state machine or any other suitable logic. The AND circuit 220 selectively enables and disables the memory read latches by generating the enable signal 210 as a function of the memory request 212. For example, if a memory read request 212 is detected, the read latch control signal 218 is activated to allow the memory clock signal 222 to be passed through the AND gate 220 to provide the enable signal 210 to the plurality of read latching flops 206 for the time determined from the read data latency to allow the suitable data to be obtained from memory. It will be recognized that any suitable gating logic may also be used, such as a multiplexing circuit 230 where one input is tied to an idle value or any other suitable logic.

As shown, the circuit 200 may also include a multiplexer 230 having an output 232 which may be the memory clock signal 222 or any other signal input to the multiplexer as selected by clock select signal 234. As such, in this embodiment, the multiplexer 230 has an input coupled to receive the memory clock signal 222, an input coupled to receive a memory clock feedback signal 236, a memory clock feedback signal with programmable delay 238 and an inverted memory clock signal with a programmable delay 240. The programmable delays 242a and 242b may be used, for example, to insure that timing is suitable for activation of the read latching flops based on layout delays caused by the location and length of signal lines on a printed circuit board or integrated circuit.

In operation, the memory clock feedback signal 250 obtained from an I/O buffer circuit 251 that receives a delayed memory clock signal from DLL 252. DLL 252 attempts to mimic the delay of the memory clock to the memory. The multiplexer 230 is controlled to output a memory clock signal 232 or divided memory clock feedback signal 236 or delayed memory clock feedback signal 238 or inverted delayed memory clock signal 240. In addition, it will be recognized that a DLL may not be used in which case delays can be compensated by any other suitable mechanism.

The circuit dynamically turns on and off the read latching flops 206 based on the memory cycles. The plurality of flops are only enabled for read cycles and a few cycles of margin around the memory read cycles as dictated by the latency compensation duration. During other cycles, the read flops will not be active thereby reducing power consumption and noise. This noise reduction can be useful with wider memory bus widths. Moreover, since data such as undesired data from read latching flops is not causing toggling during non-read conditions, additional power savings may be achieved.

FIG. 3 illustrates an example of a power consumption reduction circuit 300 employing a memory clock divider circuit that is responsive to memory clock condition data 304, and an engine clock circuit 306 responsive to engine clock condition data 308. Examples of engine clock condition data include, for example, data representing whether I2C is enabled or whether a multimedia port is enabled. These may be user defined. Other examples include data representing a host write buffer is not empty, whether video capture engine is enabled, whether an overlay scaler is enable, whether a GUI engine is active and any other suitable condition. As shown in this embodiment, a memory controller 310 may include, if desired, the power consumption reduction circuit 200 to control the memory read latches as previously described. However, it will be recognized that the circuit 302 and 306 may be used each alone or in combination with one another and with the power consumption reduction circuit 200. Also shown in this embodiment is a variable memory clock speed control circuit 312, such as that described in co-pending patent application having attorney docket number 0100.01253, Serial No. 09/130,746, filed on August 7, 1998, entitled "Dynamic Memory Clock Control System

an Method”, by Lee et al., owned by instant Assignee and hereby incorporated by reference. However, it will be recognized that the variable memory clock circuit may be omitted or that any suitable variable memory clock speed control circuit may be used.

5 The memory clock divider circuit 302 receives the memory clock signal 222 from a suitable memory clock source. The memory clock divider circuit 302 generates divided memory clock output signals 320a-320n. The divided memory clock output signals 320a-320n are a plurality of independent clock signals in this embodiment, shown as multiple independent branches. A memory clock divider circuit 302 selectively activates
10 at least some of the plurality of independent clock signals in response to received memory clock condition data 304. Examples of memory clock condition data may include activity-based, user defined condition data associated with differing data processing units or request data.

15 In this embodiment, the example of the memory clock divider circuit 302 includes a plurality of AND circuits 322a-322n wherein each AND circuit outputs one of the plurality of corresponding independent clock signals 320a-320n. Although not shown, it will be recognized that suitable anti-glitching circuitry can be used to remove glitches when stopping and restarting the clock. Each AND circuit is coupled to receive different
20 condition data 304 associated with different condition data sources, such as CRT controllers, frame buffer controllers, GUI engines, video scalers, video capture engines and any other suitable condition data source.

By way of illustration, AND circuit 322a receives condition data CRT controller
25 (CRTC) enable data, which may be, for example, a register bit indicating that a cathode ray tube has been enabled as the primary display device using the primary CRTC. The CRTC enable data is indicated as condition data 324a. Similarly, where a plurality of displays are connected for use, another AND circuit 322b may receive second CRTC enable data 324b indicating that a secondary display has been selected so that the
30 graphics processor will output display data to two different display units using two different CRTC's (or any other suitable display controllers). Since display units may be

of different types, additional condition data may be logically coupled as being required before the memory clock to that engine is disabled during normal operation. As shown in FIG. 3, a half frame buffer signal 326 may serve as an input through an OR circuit 328 whose output serves as condition data 324b. As such, it will be recognized that
5 additional condition data may be logically configured to provide a suitable enabling or disabling of a memory clock to a selected processing engine as desired.

Such a combination of condition data is shown for AND circuit 324c. In this example, the graphic user interface engine receives the independent clock signal 320c
10 only after GUI active condition data 330 and GUI write data 332 are active. The GUI write condition data 332 indicates that the GUI write buffer is not empty so that the system knows when the GUI engine is finished writing to memory. Other condition data for the memory clock divider circuit 302 includes scaler enable data 334, subpicture "on" data 336 indicating that the subpicture operation has been selected, video capture enable
15 data 338, half frame buffer data 34 and scaler enable data 342. Condition data 338, 340 and 342 are used for a video capture engine so that the memory clock to the video capture engine will be disabled if none of the video capture related condition data is met.

If desired, individual buffer circuits 342a-342n may be operatively coupled
20 between a requestor or engine and the memory clock divider circuit 302. The divided memory clock signal into independent clock signals or multiple independent branches, allows the fine tuning of memory clock inputs to provide power reduction on an activity-based basis or a user-elected basis during normal operation. As such, if user-defined data is used, a graphic user interface may be supplied to a user to select which engines are to
25 be disabled (by way of disabling the memory clock input) during normal operation. As such, a selection of the available engines may be provided visually and the user may then directly or indirectly select the corresponding engines to be disabled. This data may then be stored so that only certain AND gates 322a-322n are enabled (through enable lines not shown). It will be recognized that the memory clock divider circuit 302 may be
30 implemented via software or a combination of hardware and software if desired.

Engine clock circuit 306 includes a engine clock signal 360 coming from an engine clock source as known in the art. The engine clock signal is independently and selectively disabled for any suitable engine. As shown, a switching circuit 362 generates an output clock signal 364. Engine clock condition data is used to selectively couple the clock signal to at least one of a video overlay engine, a video capture engine, serial interface (e.g., I2C type) control logic and a multimedia port (MPP), or any other suitable processing engine such that the switching circuit 362 disables the output clock signal 364 based on condition data. By way of illustration, the switching circuit 362 may include an OR circuit 364, and AND circuit 366 and another AND circuit 368. The AND circuit 366 receives the engine clock signal 360 and a suspend/standby command signal 370. The engine clock signal 360 is then passed through the AND gate 366 when the suspend and standby mode is inactive, indicating normal operating mode. The OR gate 364 serves to allow any of the condition data to output the engine clock signal 360 through AND gate 368. In this example, OR gate 364 receives I²C enable data, multimedia port enable data, host write buffer data indicating whether the write buffer is empty, video capture enable data, overlay enable data, GUI engine active enable data, register access data (indicating that registers are being programmed), or any other suitable condition data. As such, an I²C engine 374 or a multimedia port 376 may have the engine clock signal selectively enabled or disabled based on requisite condition data. This facilitates a fine tuning capability from a power consumption perspective to allow both the engine clock and memory clock to be selectively disabled based on user selected conditions or activity based conditions. For example, where the system is employed in a graphic accelerator chip, the memory clock to the video overlay engine may be disabled by providing a scaler enable signal as user selected such that the memory clock signal 320d is not sent to the overlay scaler. In addition, an overlay enable signal may also be used as condition data to the engine clock control circuit 306 to prevent the associated registers for the overlay engine to be disabled by effectively disabling the engine clock to the overlay engine registers. In this way, a host processor and/or graphics processing engines cannot access the requisite registers associated with the video capture or video overlay engine.

In addition, an inverse discrete cosine transform (IDCT) AND gate 380 is provided to allow selective engine clock control for IDCT-related registers. This helps facilitate power reduction when video decode processing operations are not being performed.

5

It should be understood that the implementation of other variations and modifications of the invention in its various aspects will be apparent to those of ordinary skill in the art, and that the invention is not limited by the specific embodiments described. For example, although AND gates and OR gates are shown, any suitable gating circuits or logic may be used. It is therefore contemplated to cover by the present invention, any and all modifications, variations, or equivalents that fall within the spirit and scope of the basic underlying principles disclosed and claimed herein.

Claims

WHAT IS CLAIMED IS:

- 5 1. A power consumption reduction circuit comprising:
a memory clock source; and
a memory clock divider circuit, operatively coupled to the memory
clock source, that generates divided memory clock output signals as a
plurality of corresponding independent clock signals and selectively
10 activates at least some of the plurality of independent clock signals in
response to received condition data.
2. The circuit of claim 1 further including an engine clock source operatively
coupled to a switching circuit that generates an output clock signal that is
15 selectively coupled as a clock signal to at least one of: a video overlay engine, a
video capture engine, I2C control logic and a multimedia port such that the
switching circuit disables the output clock signal based on at least one of the
following condition data: standby mode data, video overlay enable data, video
capture enable data, I2C enable data, and multimedia port enable data.
- 20 3. The circuit of claim 1 further including a variable memory clock control circuit
operative to vary a speed of the memory clock based on a type of memory request
from a plurality of memory requestors.
- 25 4. The circuit of claim 1 including a plurality of memory read latch circuits and a
memory read latch control circuit operative to dynamically activate and de-
activate the plurality of memory read latches based on detected memory read
requests to facilitate memory access activity based power reduction.
- 30 5. The circuit of claim 4 wherein the memory read latch control circuit generates a
read latch enable signal and includes:

a read data latency compensation circuit; and

a gating circuit responsive to the read latch control signal and a memory clock signal operative to selectively enable and disable memory read latches as a function of memory requests.

5

6. The circuit of claim 5 including a multiplexer having an output operatively coupled to the gating circuit, a first input coupled to receive the memory clock signal, and a second input coupled to receive a memory clock feedback signal wherein the multiplexer is controlled to output at least one of the memory clock signal or the memory clock feedback signal to emulate clock delay in the circuit layout.

10

7. The circuit of claim 1 wherein the memory clock divider circuit includes a plurality of logic circuits, wherein each logic circuit outputs one of the plurality of corresponding independent clock signals and wherein each logic circuit is coupled to operatively receive different condition data associated with different condition data sources.

15

8. A power consumption reduction circuit comprising:

a memory clock source;

a memory clock divider circuit, operatively coupled to the memory clock source, that generates divided memory clock output signals as a plurality of corresponding independent clock signals and selectively activates least some of the plurality of independent clock signals in response to received condition data;

a engine clock source operatively coupled to a switching circuit that generates an output engine clock signal that is selectively coupled as a clock signal to each of a plurality of registers associated with at least one of: a video overlay engine, a video capture engine, I2C control logic and a multimedia port, such that the switching circuit disables the output engine clock signal in response to receiving condition data; and

a plurality of memory read latch circuits and a memory read latch control circuit operative to dynamically activate and de-activate the plurality of memory read latches based on detected memory read requests to facilitate memory access activity based power reduction.

9. The circuit of claim 8 further including a variable memory clock control circuit operative to vary a speed of the memory clock based on a type of memory request from a plurality of memory requestors.

10. The circuit of claim 8 wherein the memory read latch control circuit generates a read latch enable signal and includes:

a read data latency compensation circuit; and

a gating circuit responsive to the read latch control signal and a memory clock signal operative to selectively enable and disable memory read latches as a function of memory requests.

11. The circuit of claim 10 including a multiplexer having an output operatively coupled to the gating circuit, a first input coupled to receive the memory clock signal, and a second input coupled to receive a memory clock feedback signal wherein the multiplexer is controlled to output at least one of the memory clock signal or the memory clock feedback signal to emulate clock delay in the circuit layout.

12. The circuit of claim 8 wherein the memory clock divider circuit includes a plurality of logic circuits, wherein each logic circuit outputs one of the plurality of corresponding independent clock signals and wherein each logic circuit is coupled to operatively receive different condition data associated with different condition data sources.

13. A power consumption reduction method comprising:

generating divided memory clock output signals as a plurality of corresponding independent clock signals;

selectively activating least some of the plurality of independent clock signals in response to received condition data ;

selectively coupling an engine clock signal to each of a plurality of registers associated with at least one of: a video overlay engine, a video capture engine, I2C control logic and a multimedia port to selectively disable the output engine clock signal in response to receiving condition data; and

dynamically activating and de-activating a plurality of memory read latches based on detected memory read requests to facilitate memory access activity based power reduction.

14. The method of claim 13 further including varying a speed of the memory clock based on a type of memory request from a plurality of memory requestors.

15. The method of claim 13 including:

generating a read latch control signal based on a read data latency compensation duration; and

selectively enabling and disabling memory read latches based on the read latch control signal and as a function of memory requests.

16. The method of claim 13 including:

outputting one of the plurality of corresponding independent clock signals from a different divider circuit based on receiving different condition data associated with different condition data sources.

POWER REDUCTION CIRCUIT AND METHOD WITH MULTI CLOCK BRANCH CONTROL

Abstract Of The Invention

5 A power consumption reduction circuit and method utilizes a memory clock
source and a memory clock divider circuit that generates divided memory clock output
signals as a plurality of corresponding independent clock signals to a number of different
processing engines. A memory clock divider circuit and method selectively activates a
plurality of independent clock signals in response to received condition data. In one
10 embodiment, an engine clock source is also coupled through a switching circuit such that
it is selectively output to one or more processing engines. The switching circuit disables
the output from the engine clock based on register condition data. In another
embodiment, a plurality of memory read latch circuits are controlled by a memory read
latch control circuit. The memory read latch control circuit is operative to dynamically
15 activate and deactivate the plurality of memory read latches based on detected memory
read requests to facilitate memory access activity-based power reduction

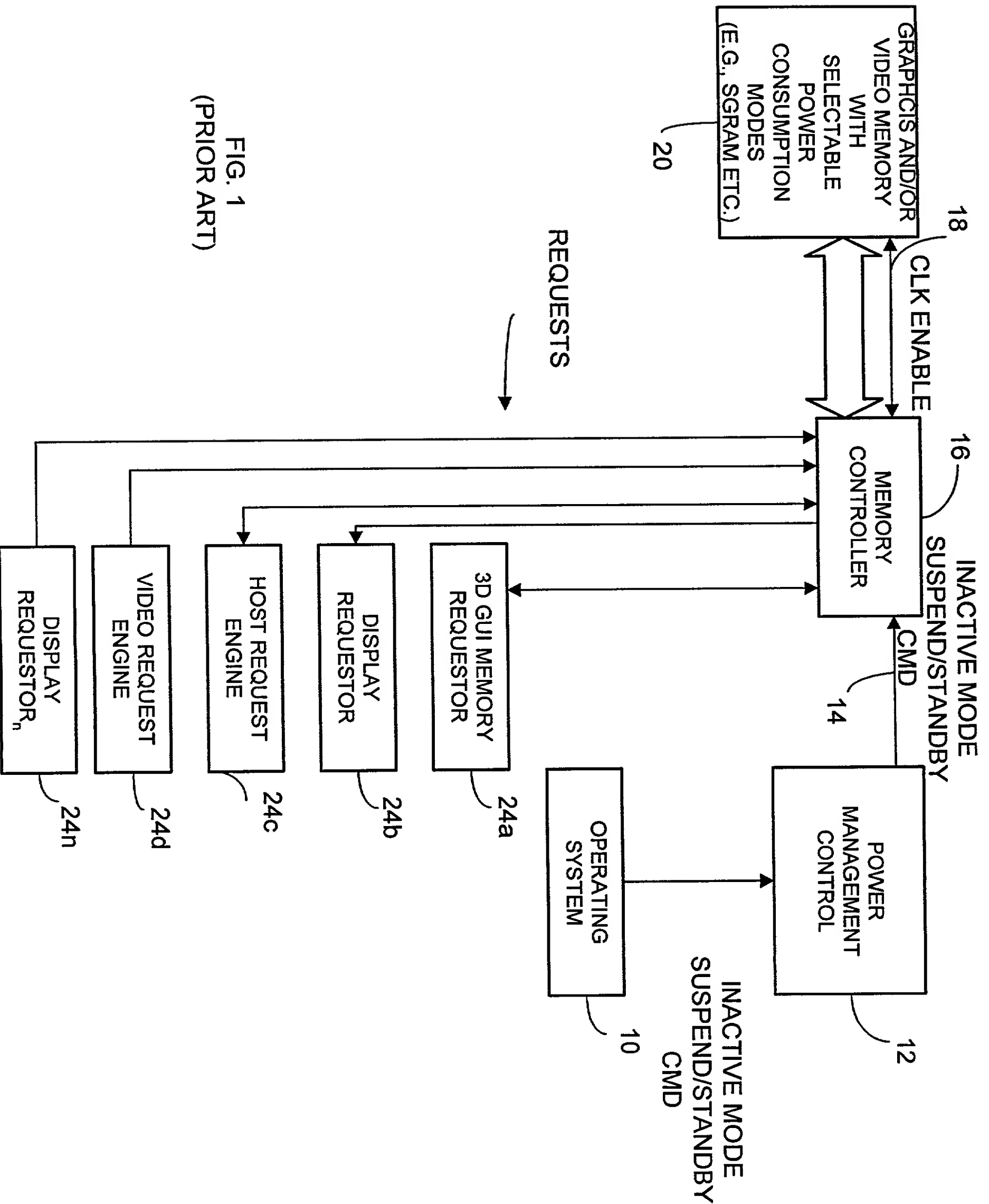


FIG. 1
(PRIOR ART)

FIG. 1 (PRIOR ART)

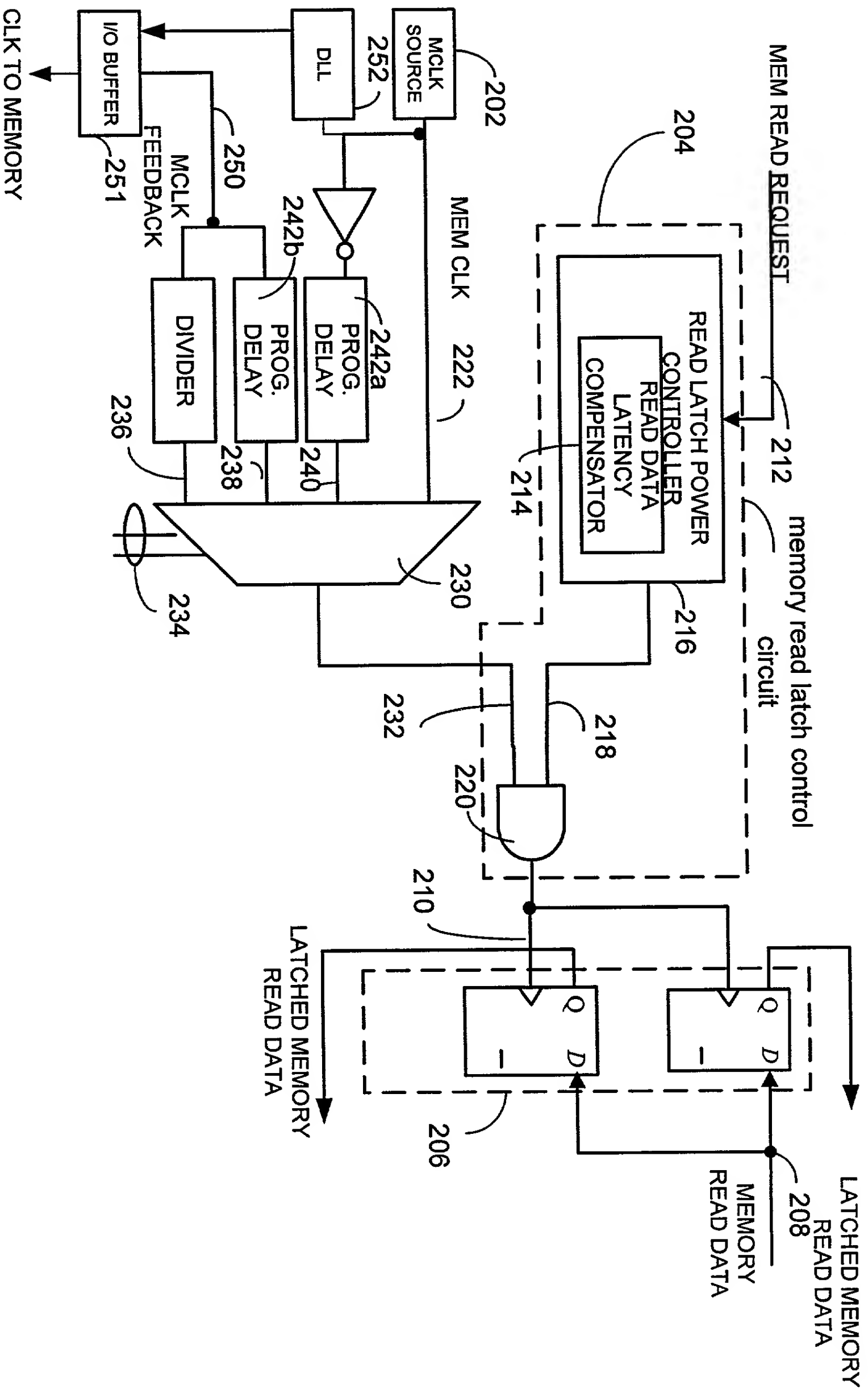


FIG. 2

**DECLARATION
FOR UTILITY OR DESIGN
PATENT APPLICATION
(37 CFR 1.63)**

- ☒ Declaration Submitted with Initial Filing, OR
☐ Declaration Submitted after Initial Filing
(surcharge (37 CFR 1.16 (e)) required)

Attorney Docket Number 0100.9900390
First Named Inventor Sinclair
COMPLETE IF KNOWN
Application Number
Filing Date
Group Art Unit
Examiner Name

As a below named inventor, I hereby declare that:

My residence, post office address, and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled:

POWER REDUCTION CIRCUIT AND METHOD WITH MULTI CLOCK BRANCH CONTROL

the specification of which:

- ☒ is attached hereto.
☐ was file on (MM/DD/YYYY) as United States Application Number or PCT International Application Number and was amended on (MM/DD/YYYY) (if applicable).

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment specifically referred to above.

I acknowledge the duty to disclose information which is material to patentability as defined in 37 CFR 1.56.

I hereby claim foreign priority benefits under 35 U.S.C. 119(a)-(d) or 365(b) of any foreign application(s) for patent or inventor's certificate, or 365(a) of any PCT international application which designated at least one country other than the United States of America, listed below and have also identified below, by checking the box, any foreign application for patent or inventor's certificate, or of any PCT international application having a filing date before that of the application on which priority is claimed.

Prior Foreign Application Number(s)	Country	Foreign Filing Date (MM/DD/YYYY)	Priority Not Claimed	Certified Copy Attached?	
				YES	NO
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

- ☐ Additional foreign application numbers are listed on a supplemental priority data sheet PTO/SB/02B attached hereto.

I hereby claim the benefit under 35 U.S.C. 119(e) of any United States provisional application(s) listed below.

Application Number(s)	Filing Data (MM/DD/YYYY)

- ☐ Additional provisional application numbers are listed on a supplemental priority data sheet PTO/SB/02B attached hereto.

I hereby claim the benefit under 35 U.S.C. 120 of any United States application(s), or 365(c) of any PCT international application designating the United States of America, listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States or PCT International application in the manner provided by the first paragraph of 35 U.S.C. 112, I acknowledge the duty to disclose information which is material to patentability as defined in 37 CFR 1.56 which became available between the filing date of the prior application and the national or PCT international filing date of this application.

U.S. Parent Application or PCT Parent Number	Parent Filing Date (MM/DD/YYYY)	Parent Patent Number (if applicable)

- ☐ Additional U.S. or PCT international application numbers are listed on a supplemental priority data sheet PTO/SB/02B attached hereto.

As a named inventor, I hereby appoint the following registered practitioner(s) to prosecute this application and to transact all business in the Patent and Trademark Office connected therewith:

Name	Registration Number	Name	Registration Number
Timothy W. Markison	33,534	Christopher J. Reckamp	34,414
Paul M. Anderson	39,896		
Sally Daub	41,478		

☐ Additional registered practitioner(s) named on supplemental Registered Practitioner Information sheet PTO/SB/02C attached hereto.

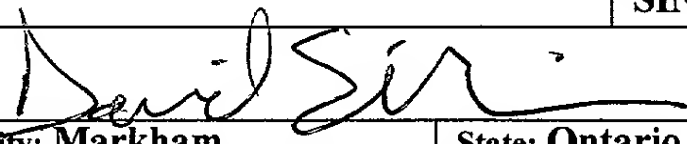
Direct all correspondence to:

Markison & Reckamp, P.C.
175 West Jackson Boulevard - Suite 1015
Chicago, Illinois 60604
Telephone: 312-939-9800
Facsimile: 312-939-9828

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under 18 U.S.C. 1001 and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

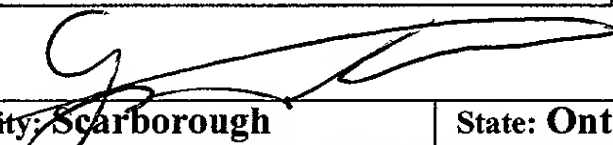
Name of Sole or First Inventor:

☐ A petition has been filed for this unsigned inventor

Given Name (first and middle [if any])		Family Name or Surname	
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City: Markham	State: Ontario	ZIP: L3P 4K1	Country: Canada

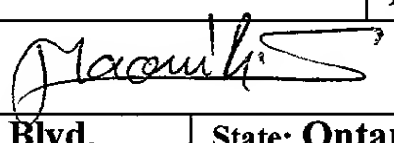
Name of Additional Joint Inventor:

☐ A petition has been filed for this unsigned inventor

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☐ Additional inventors are being named on the _____ supplemental Additional Inventor(s) sheet(s) PTO/SB/02A attached hereto.